

Properties of Cross Product (geometric)

let $\vec{u}, \vec{v} \in \mathbb{R}^3$

- $\vec{u} \times \vec{v}$ is orthogonal to both $\vec{u} \neq \vec{v}$
- $|\vec{u} \times \vec{v}| = |\vec{u}| |\vec{v}| \sin \theta$, θ is angle between $\vec{u} \neq \vec{v}$
- $\vec{u} \neq \vec{v}$ are parallel if & only if $\vec{u} \times \vec{v} = \vec{0}$

Example 1

$$\vec{u} = \langle 5, 3, -1 \rangle \quad \vec{v} = \langle 8, 4, 2 \rangle$$

$$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 5 & 3 & -1 \\ 8 & 4 & 2 \end{vmatrix} = \begin{vmatrix} 3 & -1 \\ 4 & 2 \end{vmatrix} \vec{i} - \begin{vmatrix} 5 & -1 \\ 8 & 2 \end{vmatrix} \vec{j} + \begin{vmatrix} 5 & 3 \\ 8 & 4 \end{vmatrix} \vec{k}$$

$$= ((3)(2) - (4)(-1)) \vec{i} - ((5)(2) - (-1)(8)) \vec{j} + ((5)(4) - (3)(8)) \vec{k} \\ = 10\vec{i} - 18\vec{j} + (-4)\vec{k} = \langle 10, -18, -4 \rangle$$

Recall:

Properties of Cross Product

let $\vec{u}, \vec{v}, \vec{w} \in \mathbb{R}^3 \quad c \in \mathbb{R}$

- $\vec{u} \times \vec{v} = \vec{v} \times \vec{u}$
- $c\vec{u} \times \vec{v} = c(\vec{u} \times \vec{v}) = \vec{u} \times c\vec{v}$
- $\vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w}$
- $(\vec{u} + \vec{v}) \times \vec{w} = \vec{u} \times \vec{w} + \vec{v} \times \vec{w}$
- $\vec{u} \cdot (\vec{v} \times \vec{w}) = (\vec{v} \times \vec{u}) \cdot \vec{w}$
- $\vec{u} \times (\vec{v} \times \vec{w}) = (\vec{u} \cdot \vec{w}) \vec{v} - (\vec{u} \cdot \vec{v}) \vec{w}$
- $\vec{u} \neq \vec{v}$ are both orthogonal to $\vec{u} \times \vec{v}$
- $\vec{u} \times \vec{v} = |\vec{u}| |\vec{v}| \sin \theta$ $\theta = \text{angle between } \vec{u} \neq \vec{v}$
- $\vec{u} \times \vec{v} = \vec{0}$ if & only if $\vec{u} \neq \vec{v}$ are parallel

Example 2

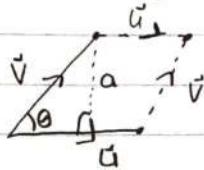
take $\vec{v} \times \vec{u}$

$$\vec{v} \times \vec{u} = -\vec{u} \times \vec{v}$$

$$= -\langle 10, -18, -4 \rangle = \langle -10, 18, 4 \rangle$$

- $\vec{u} \times \vec{v}$ is computed using right hand rule

Geometry Cross Product



$$\sin \theta = a / \|v\|$$

$$a = \|v\| \sin \theta$$

area of parallelogram determined
by \vec{u} & \vec{v} is $A = (\text{base})(\text{height})$
 $A = \|u\| \|v\| \sin \theta$

Proof of $\|u\| \|v\| \sin \theta = \vec{u} \times \vec{v}$

- we used algebraic properties to compute

$$\begin{aligned}
 |\vec{u} \times \vec{v}|^2 &= (\vec{u} \times \vec{v}) \cdot (\vec{u} \times \vec{v}) \quad \text{by prop. of dot product} \\
 &= \vec{u} \cdot (\vec{v} \times (\vec{u} \times \vec{v})) \quad \text{by prop. of cross product} \\
 &= \vec{u} \cdot ((\vec{v} \cdot \vec{v})\vec{u} - (\vec{v} \cdot \vec{u})\vec{v}) \quad \text{prop. of cross} \\
 &= (\vec{v} \cdot \vec{v})(\vec{u} \cdot \vec{u}) - (\vec{v} \cdot \vec{u})(\vec{u} \cdot \vec{v}) \quad \text{prop. of dot} \\
 &= \|\vec{v}\|^2 \|\vec{u}\|^2 - (\vec{u} \cdot \vec{v})^2 \quad \text{prop. of dot} \\
 &= (\|\vec{v}\| \|\vec{u}\|)^2 - (\|\vec{u}\| \|\vec{v}\| \cos \theta)^2 \quad \text{geometric of dot} \\
 &= (\|\vec{u}\| \|\vec{v}\|)^2 - (\|\vec{u}\| \|\vec{v}\|)^2 \cos^2 \theta \\
 &= (\|\vec{u}\| \|\vec{v}\|)^2 (1 - \cos^2 \theta) \\
 &= (\|\vec{u}\| \|\vec{v}\|)^2 (\sin^2 \theta) \\
 &= (\|\vec{u}\| \|\vec{v}\| \sin \theta)^2
 \end{aligned}$$

$$|\vec{u} \times \vec{v}|^2 = (\|\vec{u}\| \|\vec{v}\| \sin \theta)^2$$

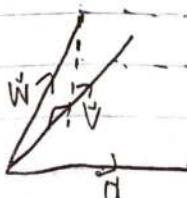
θ is angle between \vec{u} & \vec{v} so $\theta \in [0, \pi]$

$\sin \theta \neq 0$ on that interval

$$|\vec{u} \times \vec{v}| = \|\vec{u}\| \|\vec{v}\| \sin \theta$$

magnitude of cross product is area of parallelogram
determined by \vec{u} & \vec{v}

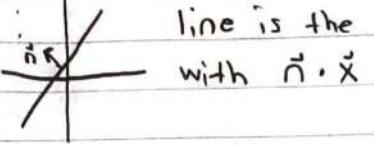
- scalar triple product: $\vec{u} \cdot (\vec{v} \times \vec{w})$ is the signed volume of parallelopiped determined by \vec{u} , \vec{v} , & \vec{w}



V -parallelopiped

12.5 Lines & Planes

equation of line in 2-space: $ax + by - c = 0$

in 2-space:  line is the set of points
 $\vec{n} \cdot \vec{x} = c$

generalize equation in 3-space

$$\vec{n} \cdot \vec{x} = d$$

$$\langle a, b, c \rangle \cdot \langle x, y, z \rangle = d$$

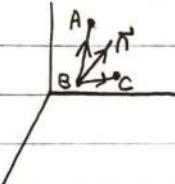
$$ax + by + cz = d \quad (\text{plane in 3-space})$$



if we knew two non-parallel vectors \vec{u} & \vec{v} which lie in plane (head & tail can be expressed in plane at same time)
then $\vec{n} = \vec{u} \times \vec{v}$ is a normal vector to plane &
it's perpendicular to every vector in plane

Ex: Find vector equation of plane

points: $(0, 1, 3)$, $(4, 9, 7)$, $(1, 2, 3)$



vectors:

$$\vec{u} = \langle 4-0, 9-1, 7-3 \rangle = \langle 4, 8, 4 \rangle$$

$$\vec{v} = \langle 1-0, 2-1, 3-3 \rangle = \langle 1, 1, 0 \rangle$$

(in desired plane)

use normal vector, $\vec{n} = \vec{u} \times \vec{v}$

$$\vec{u} \times \vec{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 4 & 8 & 4 \\ 1 & 1 & 0 \end{vmatrix} = \langle -4, 4, -4 \rangle = -4 \langle 1, -1, 1 \rangle$$

plane has equation

$$\vec{n} \cdot \vec{x} = d$$

$$\langle 1, -1, 1 \rangle \cdot \langle x, y, z \rangle = d$$

$$x - y + z = d$$

to compute d use $(0, 1, 3)$

$$d = 0 - 1 + 3 = 2$$

plane has equation:

$$x - y + z = 2$$